



System of Server-Client Distributed Computing using Passive Clients

Inventor: **Wagner; Christopher Shaun** (Charleston, SC)

Claims

I claim:

1. A system of distributed computing, which comprises:
 - a. The use of a network protocol to transmit data between a server and clients on networks where other data is currently being distributed from a server to clients.
 - b. A server-side program/script to create client-side programs/scripts that are attached to the data requested by a client.
 - c. The client receives the client-side program/script without any action other than the normal request for data.
 - d. Client-side programs/scripts perform the work required.
 - e. The client-side program/script may respond to the server through an adapted data request.
2. A system as described in claim 1 may be implemented through many combinations of common protocols and programs, such as:
 - a. Hypertext Transfer Protocol (HTTP) is used to transfer web pages that may contain programs or scripts.
 - b. PHP and ASP both offer server-side scripting ability to create client-side scripts in web pages and monitor HTTP requests for responses from client-side scripts.
 - c. JavaScript, included in a web page, will perform most tasks required for most computing problems. JavaScript can respond to a server with an HTTP request.
3. A system as described in claim 1 may be implemented as described in claim 2 so that the distributed computing system does not require any action from the users of HTTP server, commonly referred to as web surfers.
4. A system as described in claim 1 may be tiered. A master server may distribute computing to other servers, which in turn distribute the computing to more servers or clients.

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